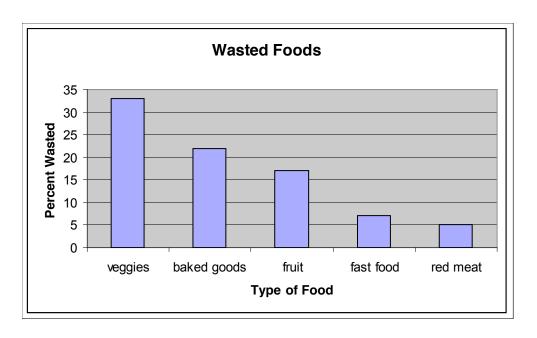
Ballpark Estimate – a rough estimate that's "in the ballpark"; can serve as a check of reasonableness of an answer obtained through some other procedure, or it can be made when an exact value is unnecessary or is impossible to obtain

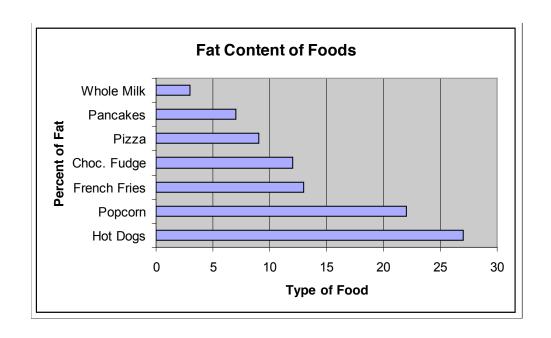


"About how many people live in the U.S.?"

"About 305 million!"

Bar Graph – a graph with horizontal or vertical bars that represent data





Column-Addition — an addition algorithm in which the addends' digits are first added in each place-value column separately, and the 10-for-1 trades are made until each column has only one digit

Column-Addition Method:		1s	0.1s	0.01s
		4	5	6
	+	7	9	0
Add the numbers in each column.		11	14	6
Trade 14 tenths for one and 4 tenths.				
Move the 1 one into the ones column.		12	4	6

4.56 + 7.9 = 12.46, using either method.

Counting Numbers – the numbers used to count things; the set of counting numbers is (1, 2, 3, 4...) and sometimes includes zero, but not in *Everyday Mathematics*

 $1, 2, 3, 4, 5 \dots$

Digit – any one of the symbols 0, 1, 2, 3, 4, 5, 6, 7, 8, 9

Equivalent Names — different ways of naming the same number

Different Names for 8

$$2+6$$
 $4+4$ $12-4$
 $18-10$ $100-92$
 $5+1+2$ VIII

$Estimate - \hbox{an answer close to, or approximating, an exact answer } \\$



About how much candy is in the jar?

About 20 pieces

Guess — to predict without sufficient information or without considering important information



"About how many people live in the U.S.?"

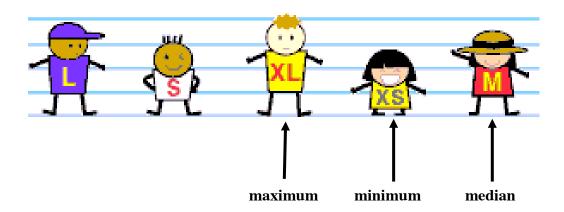
"90,000???"

"About 7 trillion?"

"A lot??"



Landmark — a notable feature of a data set, including median, mode, mean, maximum, minimum and range



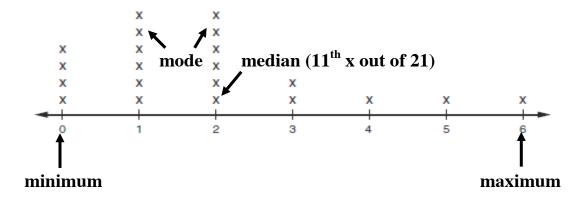
Line plot — a sketch of data in which check marks, Xs, or other symbols above a labeled line show the frequency of each value

Maximum – the largest amount; the greatest number in a set of data

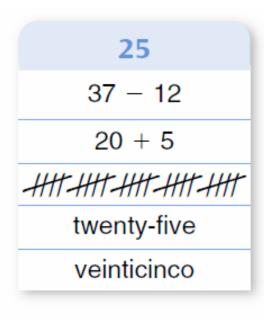
Minimum - the smallest amount; the smallest number in a set of data

Median — the middle value in a set of data listed in order from small to great

Mode — the value or values that occur most often in a set of data



Name-Collection Box – a diagram that is used for collecting equivalent names for a number



Partial Differences – a subtraction algorithm in which separate differences are computed for each place value of the numbers and then added to get a final difference

Example
$$846 - 363 = ?$$

8 4 6

- 3 6 3

Subtract the 100s. $800 - 300 \rightarrow 500$

Subtract the 10s. $40 - 60 \rightarrow 200$

Subtract the 1s. $6 - 3 \rightarrow 300$

Find the total. $500 - 20 + 3 \rightarrow 400$
 $846 - 363 = 483$

Partial Sums – an addition algorithm in which separate sums are computed for each place value of the numbers and then added to get a final sum

Place Value – a system that gives a digit a value according to its position, or place, in a number; in our base-10 system, each place has a value 10 times that of the place to its right and 1 tenth the value of the place to its left

thousand	hundreds	tens	ones	tenths	hundredths

Range — the difference between the maximum and the minimum in a set of data

Maximum is 36

Minimum is 17

Range = 36 - 17 = 19

Tally Chart — a table to keep track of a tally, typically showing how many times each value appears in a set of data

Number of Pull-Ups	Number of Children
0	HH 1
1	HHT
2	////
3	//

A tally chart

Trade-First Subtraction — a subtraction algorithm in which all necessary trades between places in the numbers are done before any subtractions are carried out

Example

Subtract 275 from 463 using the trade-first method.

	100s	10s	1s
	4	6	3
-	2	7	5

Look at the 1s place. You cannot remove 5 ones from 3 ones.

	100s	10s	18
		5	13
	4	6	2
_	2	7	5

So trade 1 ten for 10 ones. Now look at the 10s place. You cannot remove 7 tens from 5 tens.

100s	10s	1s
	15	
3	5	13
4	6	2
- 2	7	5
1	8	8

So trade 1 hundred for 10 tens.

Now subtract in each column.

463 - 275 = 188

Whole Number — the counting numbers and zero